Maya Weir, Megan Holmes, Maia Mandel

DON'T FEAR THE OOP - DUNDER MIFFLIN EDITION

Every Paper company has a few key ingredients: departments, desks, sales men, and a couple of accountants. A standard paper company would have three desks and be located West of the pennsylvania sometime around 1990.

PaperCompany
has a certain number of desks
has a certain number of departments
has a certain number of salesman
has a certain number of accountants
is located somewhere
exists at a certain time
a typical PaperCompany would have
number of desks = 3
location = Western America
time period = 1990

```
public class PaperCompany
{
int desks;
int departments;
int salesmen;
int accountants;
String location;
int time;
public PaperCompany()
{
desks = 3;
location = "Western America";
time = 1990;
}
}
```

The Sale at the Sales Department
This story takes place in a Paper Company called Dunder Mifflin. Dunder Mifflin has six salesman, two machines, and five accountants.

Main Sale
Paper Company dunderMifflin is a new Paper Company.
the number of departments is two.

```
the number of sales man is six.
the number of accountants is five.

public class Sale {
public static void main (String arguments[]) {
PaperCompany dunderMifflin = new PaperCompany;
dunderMifflin.departments = 2;
dunderMifflin.salesman = 6;
dunderMifflin.accountants = 5;
} }
```

"All humans start out with two legs, two arms, eyes, a nose, and a mouth. They are either male or female, have a name, have a dog with a name, and have different preferences in paper. If someone asks, humans can respond with their name."

```
Humans
have a certain number of legs
have a certain number of arms
have a certain number of eyes
have a certain number of noses
have a certain number of mouths
have a name
have a certain sex
have a dog with a name
have a strong preference in paper
A standard human would start with
two legs
two arms
two eyes
one nose
one mouth
When someone asks for your name
tell them your name

public class Humans {
int legs;
int arms;
int eyes;
int nose;
int mouth;
String name;
String sex;
String dogName;
```

```
String paperPreference;
public Humans() {
legs = 2;
arms = 2;
eyes = 2;
nose = 1;
mouth = 1; }
public String whatIsYourName() {
return name;
} }
```

Customers are based on the idea of humans. They are identical, except that they have some additional qualities, namely a wallet, a chequebook, a certain "desire", some level of demand, and a certain quantity of money in their possession. Your standard customer will look extravagant, start the day out wanting paper, and not yet have lost any money.

```
A Customer
has a wallet.
has a chequebook.
has a "desire".
has some level of demand.
has a certain quantity of money in their possession.
For a given Customer,
he will look extravagant.
he will start out wanting paper.
he will start the day without having lost any money.
```

```
public class Customers extends Humans {
String walletColor;
String chequebookSize;
String desireAmount;
int demand;
int quantityOfMoney;
public Customer() {
look = "Extravagant";
desireAmount = 100;
quantityOfMoney = 100;
}
}not
```

Whenever the main plot says that a customer buys paper, his amount of money will go down by one.

buyPaper
amountOfMoney decreases by one
```
public void buyPaper() {
amountOfMoney - -;
}
```
If someone asks a customer how much money he has, the customer will always respond with his amount of money.
howMuchMoneyIHave
tell them how much money I have
```
public int howMuchMoneyIHave() {
return amountOfMoney;
}
```

If the customer is supposed to buy paper, spend money, then lose the amount of money they spent on the paper. Then print out "Oh my gosh! The customer has spent (specified amount) on paper!"

spendMoney (amount)
Subtract one to the amount of money the customer has.
print "Oh my gosh! The customer has spent (specified amount) on paper!"

```
public void buyPaper (amountSpentI) {
this.money = money;
amountOfMoney --;
System.out.println("The customer has spent " + (100 - amountOfMoney) ()); }
```

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he will look extravagant.
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buyPaper
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String desireAmount;
int demand;
int quantityOfMoney;
public Customer() {
look = "Extravagant";
desireAmount = 100;
quantityOfMoney = 100;
}
public void buyPaper() {
amountOfMoney - -;
}
public int howMuchMoneyIHave() {
return amountOfMoney;
}
public void buyPaper (amountSpentI) {
this.money = money;
amountOfMoney --;
System.out.println("The customer has spent " + (100 - amountOfMoney) ());
}
}
```

Here is the main plot of The Sale at the Sales Department; In the novel Paper Cut;
There is a paper company called dunderMifflin;
dunderMifflin has two departments;
dunderMifflin has six salesmen;

```
dunderMifflin has five accountants;
There is a new customer named Jan;
jan has a black wallet;
jan has a strong desire;
jan is female;
jan has a dog named "Astrid";
jan prefers laminated paper;

There is a new Human named Michaell;
Michael is male;
Michael has a dog named “dwight";
Michael prefers his paper not laminated;
Jan buys some paper;
Jan tells Michael how much money she has;
Jan spends money buying from Michael;

public class Sale { public static void main(String arguments[]) {
PaperComany dunderMifflin = new PaperCompany();
dunderMifflin.departments = 2;
dunderMifflin.salesman = 1;
dunderMifflin.accountants = 5;
Customer Jan = new Customers();
Jan.walletColor = "black";
Jan.desireAmount = "100";
Jan.sex = "Female";
Jan.dogName = "Astrid";
Jan.paperPreference = "laminated";
Humans Michael = new Humans();
Michael.sex = "Male";
Michael.dogName = "Dwight";
Michael.paperPreference = "not laminated";
Michael.name = "Michael";
Jan.buyPaper();
System.out.println(Jan.amountOfMoney());
Jan.buyPaper(Michael);
} }
```